

ATARI<sup>®</sup> XE VIDEO  
GAME  
CARTRIDGE  
Game Manual



*"Now you're really in trouble," says the Evil Wizard. "I'm turning you into a ball and sending you into a mansion with more than 150 rooms! If that sounds easy, think again. The ball's got a slow puncture, so you're going to have to pump it up in some rooms. No problem? That's what you think. If you pump it up too much, it'll burst."*

*"Once you're in the rooms, you'll have to pick up objects I've left there. You'll also find crates that you'll need to get over obstacles. If you're lucky enough to make it to the end of this maze of rooms, you'll find a spellbook that will tell you how to turn you back into a human being."*

*"Piece of cake," you boldly reply to the Evil Wizard.*

*"We'll just see how clever you are," he responds. And with that, the Evil Wizard chants "Mortal human, weak and small, turn into a bouncing ball." As he sends you bouncing on your way, he cackles something ominous about sharp spears, spiked balls, prickly floor tiles, and other piercing hazards.*

*This may be your most challenging adventure yet. Will you ever be able to bounce back?*

## System Requirements

- Atari XE game system console or XE or XL computer
- Color television or color monitor
- Atari joystick

## Getting Started

1. With your XE game system turned off, insert the Airball cartridge into the slot on the top of your console as explained in your Owner's Manual. Plug a joystick into controller port 1.
2. Turn on your television or monitor; then press **[Power]** to switch on your system. When the title screen appears, press **[Start]** to begin play.
3. Press **[Select]** while on an air pump to choose a fast or slow game speed.
4. To pause during a game, press **[Select]** when not on air pump; press it again to resume play. To begin a new game, press **[Start]** or **[Reset]**.

## Playing the Game

### The Mansion

When the game begins, you are on an air pump in the main room

# olling!

of the magic mansion. Stay on the air pump until you are fully inflated, but don't stay too long, or you'll become overinflated and pop. Once you're properly inflated, bounce off the pump and roll over to one of the arched doorways to enter another room.

To travel around, move the joystick handle in the direction you want to travel. To bounce, press the joystick fire button. Bouncing allows you to skip over some hazards and to climb stairs.

If you are low on air, try to make it to a room with an air pump. If you run out of air, become overinflated, or get pierced by a hazard, you deflate and whiz around the room. Once deflated, you return to the last pump you encountered and continue with a reserve ball. If, however, all your balls have been used, the game ends.

You start with four balls, one on a pump and three in reserve. If you lose a ball during a game, you'll see a cross on the spot of your untimely demise the next time you enter that room. Take note—this cross may come in handy later.

## Treasures and Objects

Look for precious stones and gold bricks scattered throughout the mansion. Retrieve these magic treasures by touching them.

If you find the spellbook, pick it up by pressing **[Option]** or the **[Space Bar]**. Then return to the starting room, press **[Option]** or the **[Space Bar]** again to drop the spellbook, and await the wizard's instructions.

The wizard has left a flashlight, a lantern, and a candle in certain rooms. You may need these to find your way around some rooms. As with the spellbook and other objects you may find (besides the precious stones and gold bricks), you can pick up and drop these light sources by pressing **[Option]** or the **[Space Bar]**. Since you can pick up only one object at a time, you may have to leave an object behind and go back for it later.

The bottom of the screen shows how many balls you have left and how many objects (besides magic treasures) you have picked up. The air indicator bar tells you how much air you have left.

# Scoring

## Survival Tips

The wizard is a little reluctant to make things easy for you, so he's insisting that his survival tips be printed upside down in tiny letters.

Memorize the layout of the rooms in order to avoid hazards. You might want to draw yourself a map.

To earn the most points, retrieve every magic treasure you find.

Return to a room with an air pump when you start to get low on air.

When exploring a room that contains crates, try moving the crates by pressing **[Option]** or the **[Space Bar]**. Look carefully behind the crates you have moved.

Crates can be strategically placed to help you avoid hazards.

When a game is over, the score you received from the wizard appears, along with the letter selector. To select three letters for your initials or a short name, move the joystick until the letter you want appears; then press the joystick fire button to select it. Your score and initials then appear on the top-five-scores screen, as long as the cartridge is plugged in and the power is on.

The wizard awards you 25 to 100 points for each magic treasure you find. (Point values are assigned randomly.) Though you may need them to survive, the wizard does not award points for finding the spellbook, light sources, or other objects.

Atari Corporation is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors, or omissions. Reproduction of this document or of any portion of its contents is not allowed without the specific written consent of Atari Corporation.

Atari®, the Atari logo, XE™, and XL™ are trademarks or registered trademarks of Atari Corporation. Airball™ is a trademark of MicroDeal, U.S.A.

Copyright © 1988, Atari Corporation, Sunnyvale, CA 94086. All rights reserved.

Copyright © 1987, MicroDeal, U.S.A. All rights reserved.

Printed in Hong Kong. C300019-109 Rev. A W. W. 2 . 1989

